

Gather run-time capability and preference information for an application, client device and server regarding an application service object

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Direct replication of at least one application service object from the server to the client device based on the client, the server, and the application run-time capability and preference information

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FIG. 1

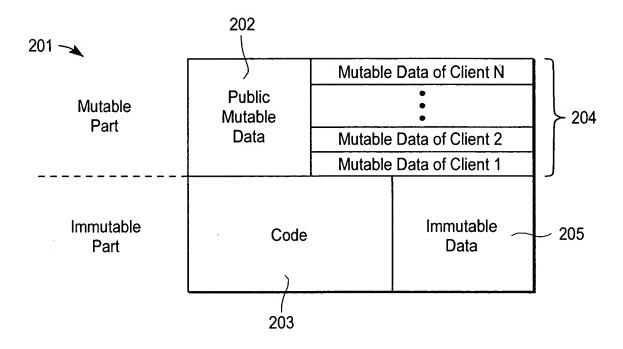


FIG. 2

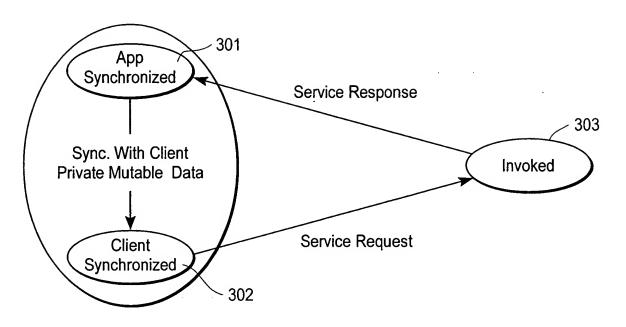


FIG. 3

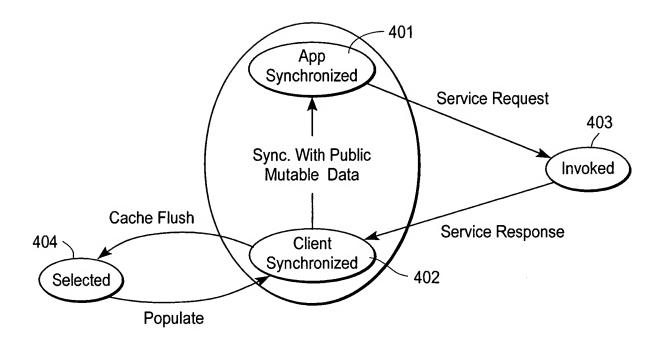


FIG. 4

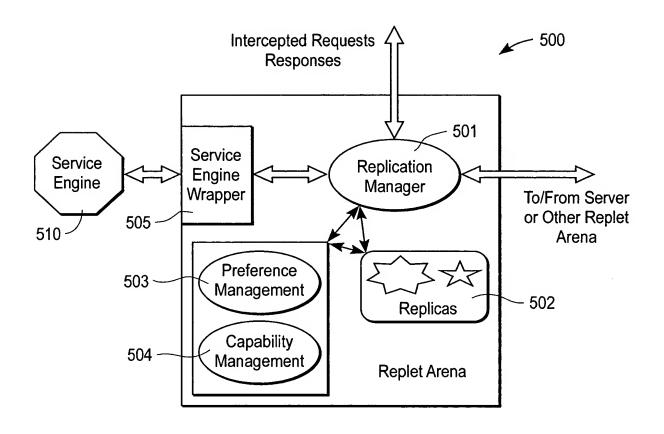
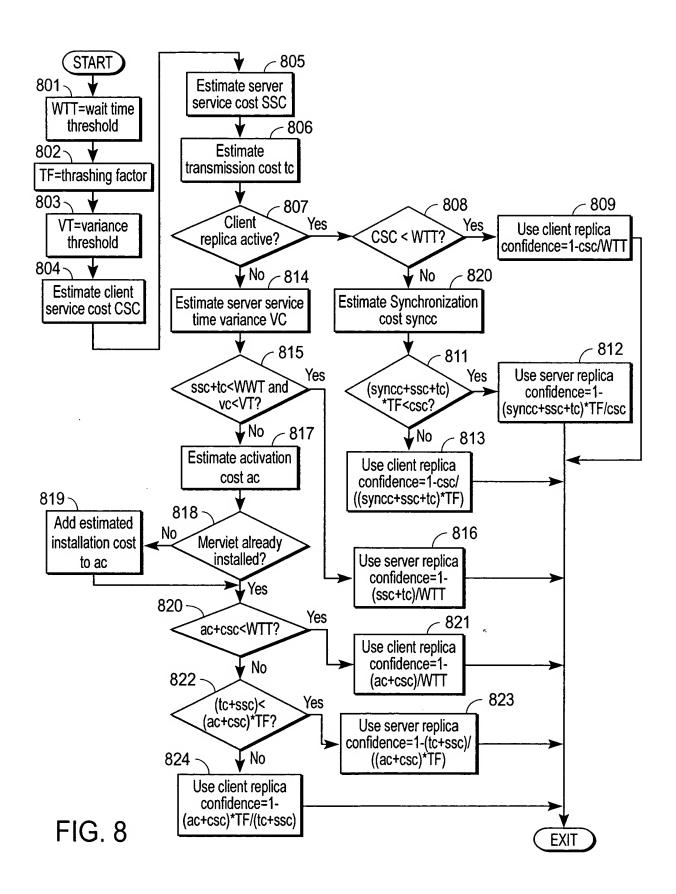


FIG. 5

FIG. 6

```
public class MyAdaptationConsultant implements AdaptationConsultant {
   Preference pref = mervlet.getPolicy ();
Profiler profiler = mervlet.getProfiler ();
   boolean useClientReplica = false;
   float confidence = 0;
   waitTimeThreshold = pref.getFloat ("WAIT_TIME_THRESHOLD");
   thrashingFactor = pref.getFloat("THRASHING_FACTOR");
   varianceThreshold = pref.getFloat ("VARIANCE_THRESHOLD");
   float clientServiceCost = profiler.estClientServiceCost ();
   float serverServiceCost = profiler.estServerServiceCost ();
   float transmissionCost = profiler.estTransmissionCost ();
   if (mervlet.isActive()) {
   if (clientServiceCost < waitTimeThreshold) {</pre>
          useClientReplica = true;
          confidence = 1 - clientSeviceCost / waitTimeThreshold;
      } else {
          float syncCost = profiler.estSyncCost (sessionID);
          float tmp = syncCost + serverServiceCost + transmissionCost;
          if (tmp * thrashingFactor < clientServiceCost)</pre>
              confidence = 1 - tmp * thrashingFactor / clientServiceCost;
          else {
              useClientReplica = true:
              confidence = 1 - clientServiceCost / (tmp * thrashingFactor);
   } else {
       float waitTimeVariance = profiler.estWaitTimeVariance ();
       if (serverServiceCost + transmissionCost < waitTimeThreshold</pre>
          && waitTimeVariance < varianceThreshold)
          confidence = 1 - (serverServiceCost + transmissionCost) / waitTimeThreshold;
       else {
          float activationCost = profiler.estActivationCost (sessionID);
          if (!mervlet.isInstalled ()) activationCost += profiler.estInstallationCost();
          if (activationCost + clientServiceCost < waitTimeThreshold) {</pre>
              useClientReplica = true;
              confidence = 1 - (activationCost + clientServiceCost) / waitTimeThreshold:
              float tmp1=transmissionCost + serverServiceCost;
              float tmp2 = (activationCost + clientServiceCost)
                 * thrashingFactor;
              if (tmp1 < tmp2) confidence = 1 - tmp1 / tmp2;
              else {
                 useClientReplica = true;
                 confidence = 1 - tmp2 / tmp1;
          }
      }
   return new AdaptationSuggestion (useClientReplica, confidence);
```



```
// Get the preference derivation policy for Replet replication
DerivationPolicy dp = DerivationPolicy.get ("RepletReplication");

// find the user guideline
Guideline gline = new Guideline ("My guideline file");

// register myself as a "user", save the returned authentication code
long code = dp.register ("user", gline);

// get the derived preference
Preference pref = dp.getDerivedPreference ();

// change my wait threshold to 3 seconds, specify a priority of 5

// tell the meta policy that I'm the user, give the authentication code
pref.setGuidelineItem ("user", code, "waitThreshold", "3", 5);
```

FIG. 9

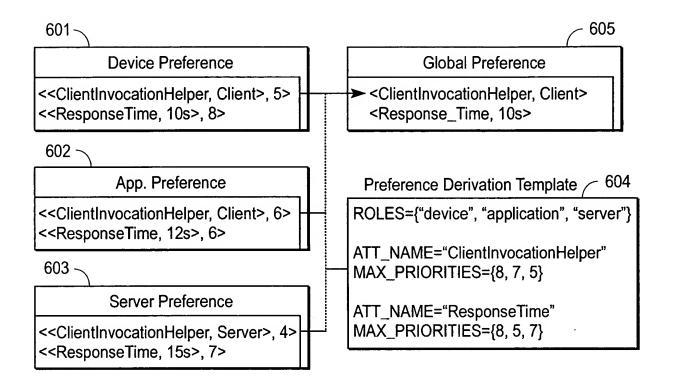


FIG. 10

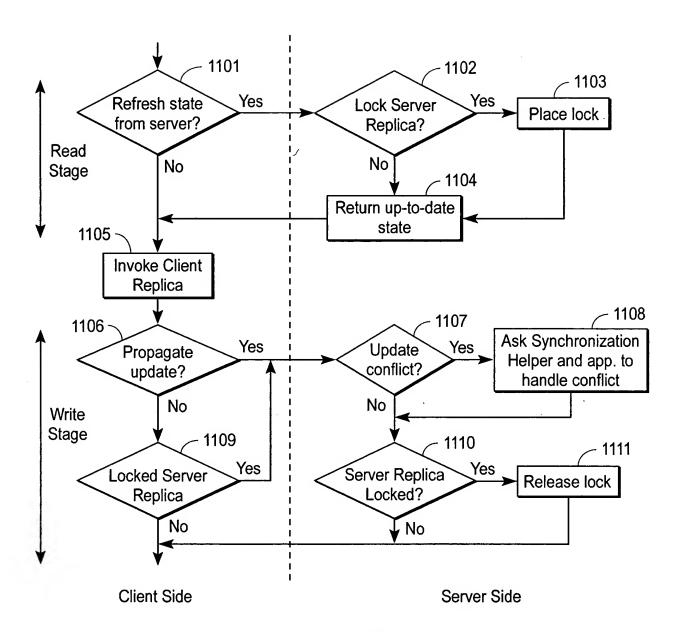
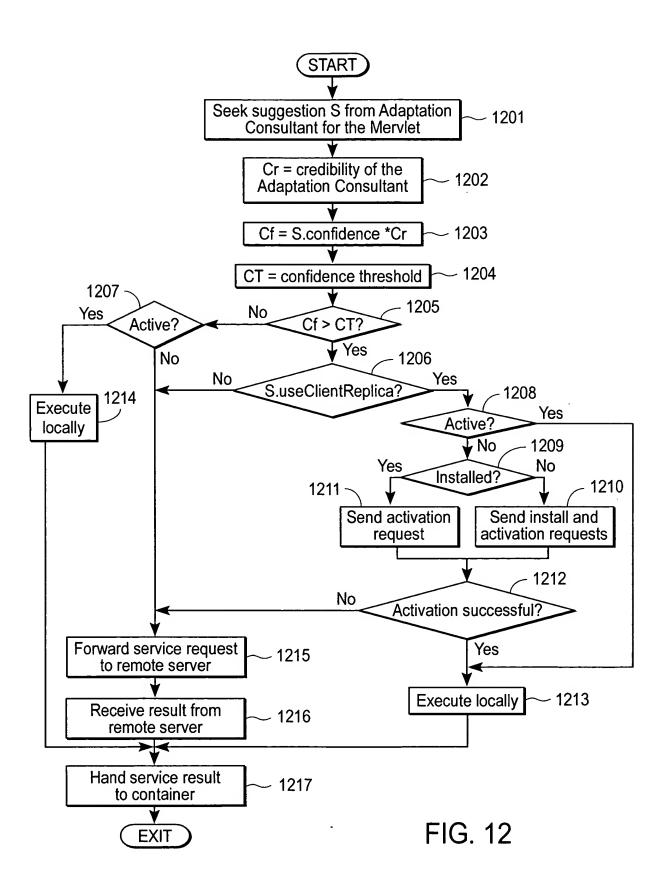
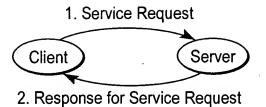


FIG. 11



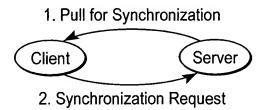


1. Synchronization Request

Client ➤ Server

Case 2: Client actively sending sync data

Case 1: Service Request/Response



Case 3: Server pulling synchronization data from client



Case 4: Server pushing synchronization data to client

Case 5: Server pushing updated CPI to client

FIG. 13

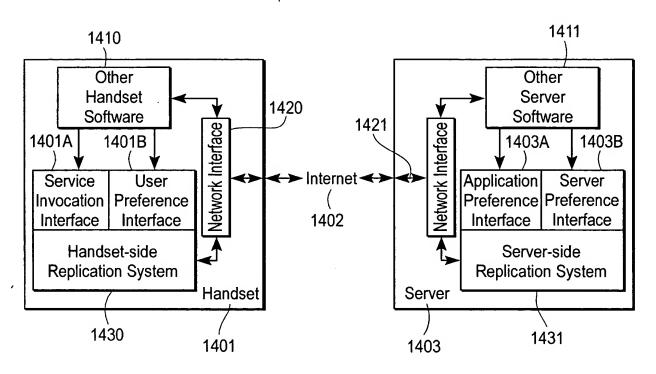


FIG. 14

FIG. 15

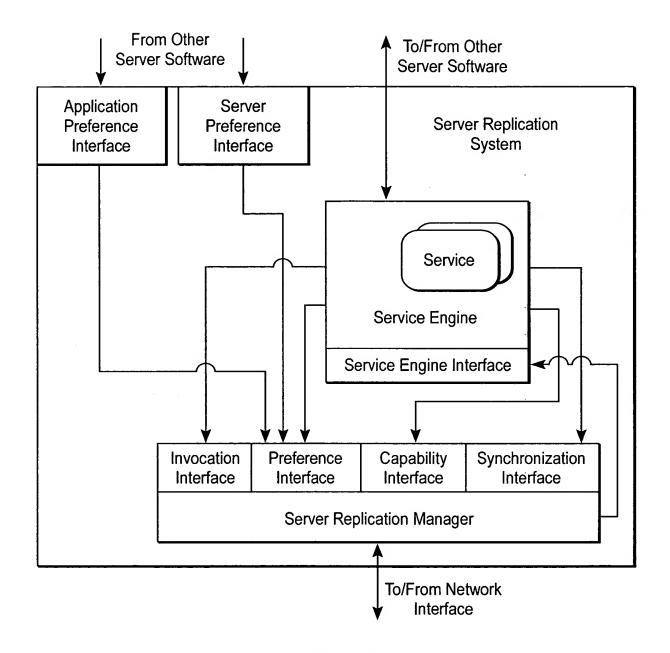


FIG. 16

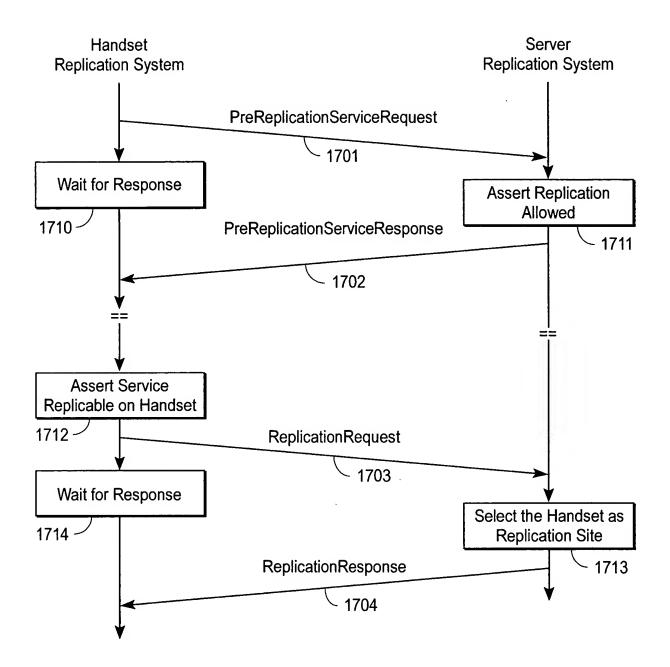


FIG. 17

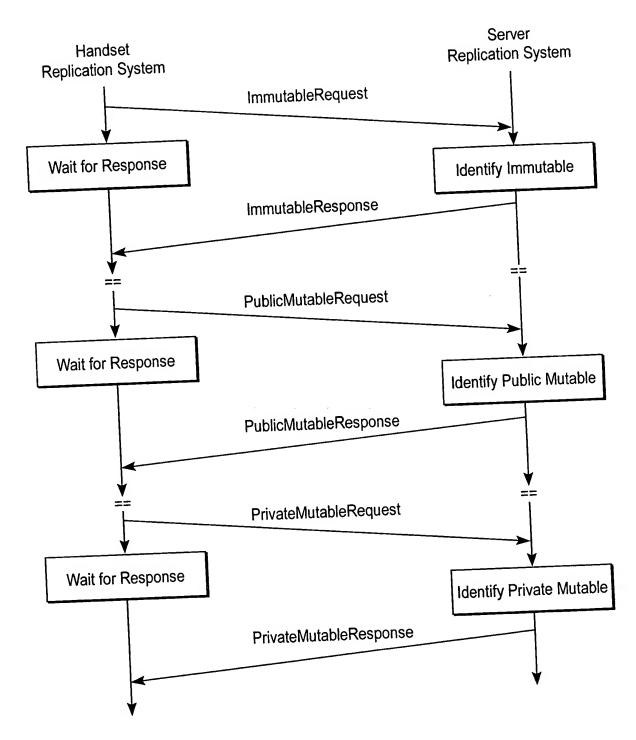


FIG. 18

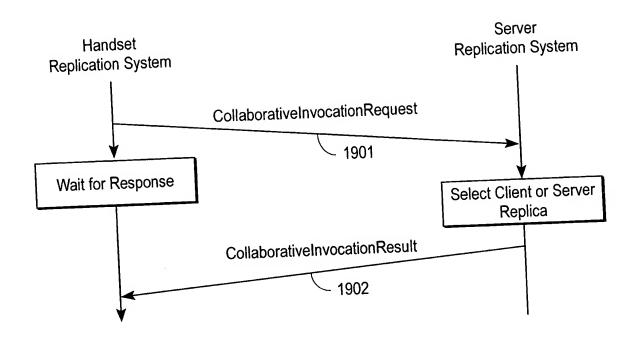


FIG. 19

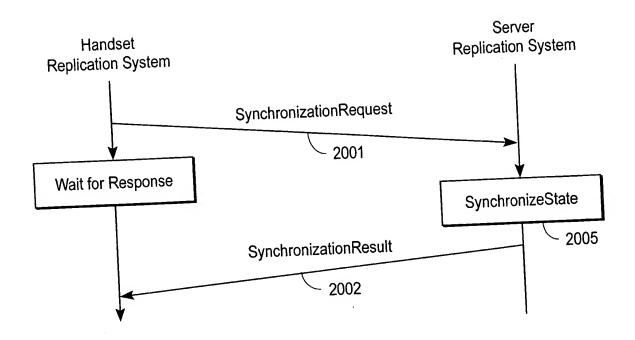


FIG. 20

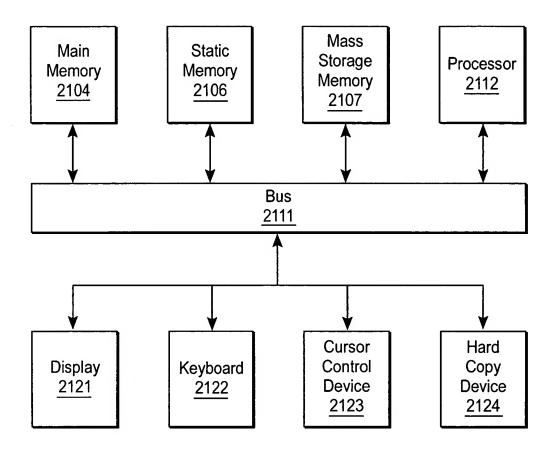


FIG. 21